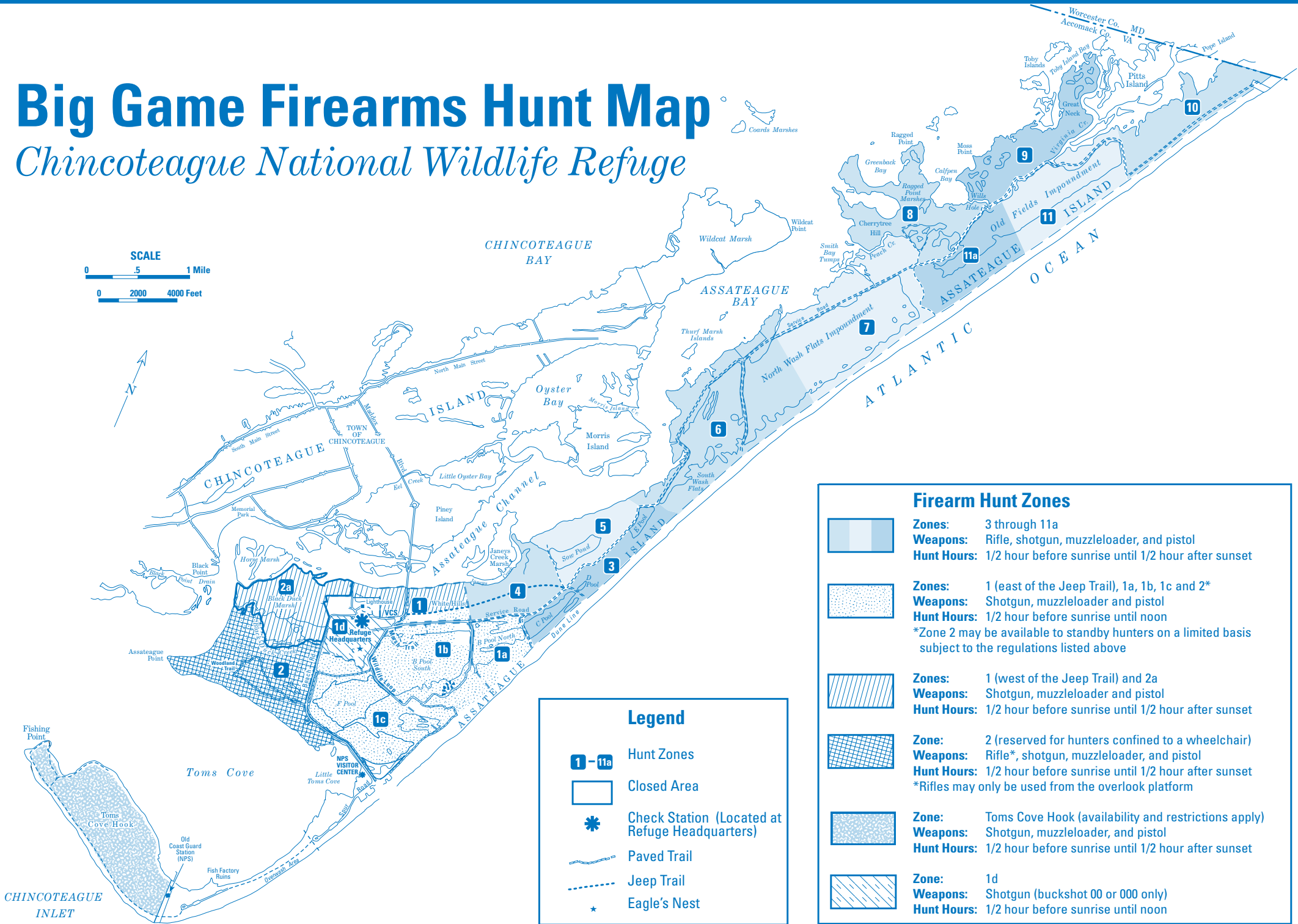


# Big Game Firearms Hunt Map

## Chincoteague National Wildlife Refuge



### General Provisions

Chincoteague National Wildlife Refuge is one of more than 550 National Wildlife Refuges. The primary objective of this refuge is to provide habitat for the conservation of all native species of wildlife. Hunting is one tool used to manage wildlife populations at a level compatible with the environment, provide recreational opportunities, and permit the use of a valuable renewable resource. Chincoteague National Wildlife Refuge manages its hunt through a permit system.

### General Hunt Regulations: *Firearms*

#### Hunt Dates

Each week of the hunt will be divided into two hunt periods: Monday - Tuesday and Thursday - Friday.

**Firearm** hunts are split into two types:

*Sika elk and white-tailed deer:* December 6-7, 9-10, 13-14, 16-17, 2010

*Sika elk only:*

January 3-4, 6-7, 10-11, 13-14, 17-18, 20-21, 2011

#### Application Deadline

**Firearms:** October 1, 2010 (receipt date).

Applications for the firearms hunt are processed by Kinsail Corporation. **A non-refundable \$5.00 fee will be charged *per hunter* to process each application.** Hunters can now apply on-line and pay by credit card (7 days a week, 24 hours a day) at: <http://www.chincoteaguepermits.com>. Hunters also have the option of filling out a paper copy of the application and mailing it to: Kinsail Corporation, P.O. Box 7087, Arlington, VA 22207.

- Applications received by mail without a \$5.00 check or money order will not be considered.
- Applications will not be accepted over the telephone or by fax.
- Hunters must be age 12 or older by their selected hunt period to hunt on the refuge.
- Applicants must enter their full legal name as it appears on their driver's license into their application.

#### Lottery Selection Results

A computerized lottery will be held to select hunters. Results will be posted on-line October 15, 2010. Selected hunters providing an e-mail address will be notified by e-mail. Those selected hunters not providing an e-mail address will receive a notification letter by U.S. Postal Service.

The remaining applications will be recorded in order of lottery selection to create a list of alternates. Alternates will not be notified unless permits have not been claimed by selected hunters.

### Orientations

All hunters must attend one firearms orientation session prior to hunting. Sessions will be held on Sundays and Wednesdays at 10:00 am prior to each scheduled hunt period. Hunters must be on time. Once the orientation begins, late individuals will not be allowed in or allowed to hunt, under any circumstances.

Scouting will be permitted from 11:00 am - 6:00 pm following the orientation session. Hunters may only scout their area on the day prior to their scheduled two-day hunt period

### Permit Fees

A one-time \$20.00 refuge "firearm" permit fee will be charged for each hunter. Once paid, firearm hunters will not need to pay again if hunting firearm standby. Hunters may pay by credit card by going on-line to <http://www.chincoteaguepermits.com> and then by following the on-line payment process. Additionally, hunters may pay their permit fee by mailing a check or money order to Kinsail Corporation, made payable to "Kinsail Corporation." **Fees are non-refundable.**

Paying the permit fee locks in that date and zone for the "selected" hunter. The selected hunter has the option of adding up to 4 other hunters to form a hunt party for an additional \$20.00 permit fee per hunter (no \$5.00 processing fee will be charged.) The selected hunter is responsible for all payments, correspondence, and party changes. Additions or substitutions must be processed on-line or by phone through Kinsail.

#### ■ Permit fees must be received by October 29, 2010.

If permit fees are not received by October 29, the first party on the alternates list will be contacted. Alternates selected must pay their permit fee by November 19, 2010. Any remaining vacant zones will be posted on-line by November 22, 2010 and will be available for standby hunting.

**A \$5.00 processsing fee will be charged for any additions or substitutions made to a hunt party after the fee due date.**

If the "selected" hunter is unable to attend or participate in the hunt, they must contact the hunt coordinator prior to orientation.

**Hunt Zone 1D:** Guidelines for Herbert H. Bateman Educational and Administrative Center and Maintenance Building area:

- Availability and restrictions apply
- Those wishing to hunt this area must have been preselected in the lottery and be present at the orientation immediately prior to their scheduled hunt.
- Those chosen for Zone 1D will not retain their original hunt areas.
- If no pre-selected parties wish to hunt Zone 1D, standby hunters will be given that opportunity.

- 1/2 day hunt
- Shotgun only
- No ground hunting, must hunt from 14' elevated tree stand
- 600' No Hunting Buffer Zone maintained around eagle nest
- 50' No Hunting Buffer Zone around all buildings and parking lots

**The Tom’s Cove Hook:**

- Availability and restrictions apply
- Those wishing to hunt this area must have been pre-selected in the lottery and be present at the orientation immediately prior to their scheduled hunt.
- Those chosen for Tom’s Cove Hook will not retain their original hunt areas.
- If no pre-selected parties wish to hunt Tom’s Cove Hook, standby hunters will be given that opportunity
- Four-wheel drive vehicles required to access area
- All oversand vehicles must carry a shovel, jack, tow rope or chain, a board or similar support for the jack, and a low pressure tire gauge

**Standby Hunter Drawings**

Vacant zones will be filled by groups of up to five hunters who apply for the standby lottery following each firearms orientation. Only the group representative is required to be present at the lottery drawing, as long as the remaining group members have attended a previous firearms orientation during the current season. Standby lottery will be run after orientation at 11:00 am.

Those selected standby hunters will be required to pay the \$5.00 processing fee and the \$20.00 permit fee unless they have already done so with Kinsail Corporation.

**Bag Limits**

**Sika:** Permitted firearm hunters may take up to five sika daily, two of which may be antlered.

**White-tailed Deer:** White-tailed deer hunters may take deer in accordance with the Virginia daily bag limits, during the two-day hunt period.

**Other General Regulations**

All federal and Virginia state hunting regulations apply.

Virginia big game tags must be used on white-tailed deer taken on the refuge.

Virginia Deer Population Reduction Program (DPOP) tags will be provided by refuge staff and must be used on sika elk taken on refuge.

All harvested animals must be brought to the refuge’s official check station for inspection by personnel.

Each hunter must sign-in and sign-out immediately prior to entering and after exiting the hunt zone. Orientation will cover sign-in and out box location and procedure.

The boundaries of the hunt zones are recognized in the field by prominent landmarks, flagging and signs *(see map)*. Each hunter is responsible for knowing the boundaries of his/her hunt zone.

A valid state/county hunting license, big game license and refuge permit are required to hunt on the refuge (**all three are required in order to hunt on the refuge**).

All hunters must make a reasonable effort to recover wounded animals and must notify the check station personnel immediately if they have been unable to recover the animal.

Hunters are not permitted to cross water management areas unless retrieving a harvested animal.

Non-hunters are not permitted in the field except in the wheelchair zone to assist hunters with disabilities.

Shotgun ammunition is restricted to slugs or buckshot.

Discharging firearms within 50' of the centerline of any road is prohibited

**Permanent attachment** of tree stands and the use of tree stands permanently attached by nails, wire, screws or in any other way **is prohibited. Portable stands are permitted, but must be removed** at the end of each hunt period. The U.S. Fish & Wildlife Service will not be responsible for any stands left unattended.

The use of a boat, all-terrain vehicle (ATV), bicycle, or saddled animal within your hunt zone is prohibited.

The **use or possession** of alcoholic beverages or controlled substances is prohibited.

The taking of wildlife other than the permitted species is prohibited.

The minimum age allowed to hunt on the refuge is twelve years of age by the time they reach the hunt session and the child must meet state licensing requirements.

Hunters between the ages of 12 and 17 must be accompanied and directly supervised by a mentor over 18 who has on their person a valid Virginia hunting license and refuge permit.

All persons in firearm hunt zones must wear a minimum of 400 total square inches of blaze orange material consisting of a **vest and hat or jacket and hat**. Blaze orange camouflage is not acceptable.

Persons possessing, transporting, or carrying firearms on National Wildlife Refuges must comply with all provisions of state and local law. Persons may only use (discharge) firearms in accordance with refuge regulations (50 CFR 27.42 and specific refuge regulations in 50 CFR Part 32).

**Hunters in Wheelchairs**

Zone 2 contains a 1.6 mile paved loop trail and is reserved for hunters permanently confined to a wheelchair. Hunters with disabilities will find most of the firearm zones accessible. If no wheelchair hunters apply, the zone will be open to standby hunters from ½ hour before sunrise until noon. Please mark on your application if you are a wheelchair bound hunter and are interested in hunting in the wheelchair zone.

- Hunters in this zone must stay on paved trails, established paths and overlook platform, except when retrieving deer.
- Vehicles may be parked in the outer lot or driven on the trail to established parking lots.
- Each hunting party must have a non-hunting partner available if he/she needs assistance retrieving or dressing harvested animals.
- This partner must be identified at orientation and a “no fee” permit will be issued by refuge staff.
- Only shotguns or muzzleloaders can be used within the wheelchair hunt zone.
- Rifles are only permitted on the overlook platform.

**Chincoteague National Wildlife Refuge**

**P.O. Box 62**  
**Chincoteague, VA 23336-0062**  
**757/336 6122**  
**www.fws.gov/northeast/chinco/**

**Federal Relay Service for the deaf and hard-of-hearing**  
**1 800/ 877 8339 TDD/ 1 800/828 1140 voice.**

**U.S. Fish & Wildlife Service**  
**1 800/344 WILD**  
**http://www.fws.gov**

**July 2010**



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**P.O. Box 62**  
**Chincoteague, VA 23336-0062**

**U.S. Fish & Wildlife Service**  
**1 800/344 WILD**  
**http://www.fws.gov/**

**OFFICIAL BUSINESS**  
**PENALTY FOR PRIVATE USE \$300**

**Kinsail Corporation**  
**P.O. Box 7087**  
**Arlington, VA 22207**  
**703/994 4194**

**U.S. Fish & Wildlife Service**

**Chincoteague**  
*National Wildlife*  
*Refuge*

*Big Game Hunting*  
*Firearms*  
*2010-2011*



**What’s new for 2010-2011**

- Application, lottery and permitting procedures have changed. Refer to details inside.
- **Questions about applications and permits? Contact:**  
**Kinsail Corporation**  
**P.O. Box 7087**  
**Arlington, VA 22207**  
**703/994 4194**
- Hunters must **not** send applications or payments/ fees to the Chincoteague National Wildlife Refuge.
- Applicants must enter their full legal name as it appears on their driver’s license into their application.
- White-tailed deer hunters may take deer in accordance with the Virginia daily bag limits, during the two-day hunt period.
- Hunt zones 10 & 10a have been combined. Two hunt parties will be permitted to hunt in zone 10.